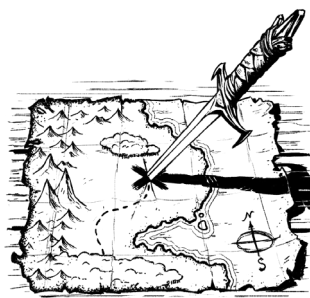


CCC-ALMOG-25 SALT01-05



How the Prison Was Fed

SALT Consortium



A book found in the warden's office gives clues on how to traverse the prison and how those that lived there were able to survive. Are there still survivors hidden in the Prison?

A Two/Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This section provides the adventure's background and an overview of the adventure's episodes and objectives.

Background

Power has been restored to the prison known as the **BROKEN HALLS OF GOLDAHROUD**. A large crystal supplies the power that is distributed through the complex by prisms and light guides. One of the prisms was misaligned in the earthquake that revealed the entrance over a year ago. When the power was restored, **PEDESTALS** with unknown symbols lit up.

LARAZMU, a founding member of the **SALT CONSORTIUM**, is seeking adventurous folks to explore **PORTALS** that the pedestals activate.

While inventorying what is accepted as the **WARDEN'S OFFICE**, a book was found to contain symbols that can be used to reach many areas throughout the Halls.

Clues from the Warden's book indicate a group of locations that were involved with the production and storage of food for the prison. Larazmu hopes to leverage these resources to support the SALT Consortium's operations.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play.

- **Episode 1: Hunter of Way.** Larazmu summons the party to his office to explain the mission. He tasks them with exploring several locations. This is the **Call to Action**.
- **Episode 2: Through the Never.** Using the pedestal in the warden's office, the party begins their exploration. This is **Story Objective A**.
- **Episode 3: Homeward Bound.** While searching for an exit, the characters are forced to flee a rampaging bulette. This is **Story Objective B**.

Bonus Objectives

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process.

- **Bonus Objective A: The B Crew.** Another group of adventurers was sent to explore these areas. Find out what happened to them and return with them or news of their fate. This can be found in **Appendix 3**.
- **Bonus Objective B: A Need to Know.** Larazmu's research indicates there is a book with addresses to restricted areas and he asks that you recover this information. This can be found in **Appendix 4**.

Episode Sequence

Depending on your time constraints, play style, and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

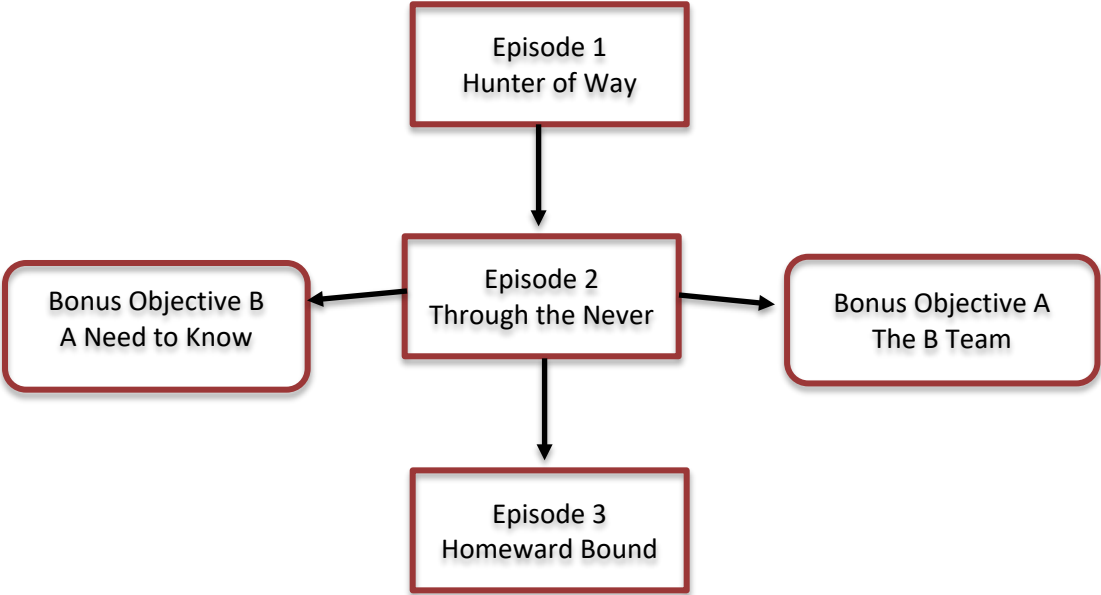
Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2, but their order is fluid.

SALT Consortium

Founded by Larazmu and Sorrim, the Search and Locate Treasure Consortium seeks to uncover the rich historical, religious, and monetary treasures that can be offered up by Hawksroost and the Broken Halls. They hire adventurers and work to secure the roads near Hawksroost to support their efforts.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Hunter of the Way (Call to Action)

Estimated Duration: 15 Minutes

The adventure begins in Larazmu's office in Hawksroost. Larazmu summoned the characters to explore a newly discovered area of the Broken Halls.

Prerequisites

This adventure continues the exploration of the Broken Halls of Goldahroud. **Rumors of Riches**, **Moor Trouble**, and **Broken Halls of Goldahroud** detail the discovery and premise of the dungeon. Many have come to plum the dungeon's depths, as such this can be run as a standalone adventure.

Objectives

Meet with Larazmu to learn more about the tasks he must request of the group.

Area Information

Hawksroost has the following features:

Dimensions & Terrain. Larazmu has a small and simple building that he uses for an office. The buildings around Hawksroost are in ruin after the villages fall long ago. Tents and wooden buildings have started to rise as travelers come searching for riches.

Lighting. Early morning light is coming from windows. Lanterns and candles on the desk.

Other Features. There are scrolls and parchment stacks on a couple of tables and shelves against the wall. A silver symbol of Ilmater is hung on one wall.

Scene A. Meeting with Larazmu

Larazmu sits behind his desk, looking exhausted and stressed. Before him is a thin bound book that appears to be rather old and worn from handling. Ink and parchment lay to the side. He waves the party in and greets them before sharing the following information.

If you are running this as a standalone adventure, Larazmu shares a brief background of the Broken Halls.

Roleplaying Larazmu

Larazmu is a businessman and takes running the operations of the SALT Consortium seriously. He has many assignments for adventurers and doesn't have time for small talk. He is polite with, but distrusts, members of the Zhentarim.

Background

The Broken Halls were created thousands of years ago by the genie Calim to hold his prisoners far from the view of his enemies. The prison has been long forgotten but was uncovered by adventurers recently, causing an influx of swords for hire and treasure hunters to pour into Hawksroost.

Discover How the Prison Was Fed

- A book of strange symbols was found in the Halls. The book has a list of strange symbols with locations.
- After power was restored to the Halls, a gate device was found that could be used to follow the symbols in the book.
- Others have gone exploring these locations but have not returned.
- Larazmu has a list of locations that he believes will explain where the prison got its food and would like you to explore at least **3** of the **6** locations on the list. One Residential Block, one Field, and one Storage area.
- The book in Larazmu's possession is damaged and does not include the address to return to the Warden's Office. You will have to find another way back.

Bonus Objectives

If you plan on running the adventure for 4 hours, Larazmu gives the adventurers one or both bonus objectives:

- **Bonus Objective A.** Another group of adventurers was sent to explore these areas. Find out what happened to them and return with them or news of their fate.
- **Bonus Objective B.** Larazmu's research indicates there is a book with addresses to restricted areas and he asks that you recover this information.

Concluding this Episode

If the party accepts Larazmu's request, then it is time to move on to Episode 2.

Episode 2: Through the Never (Story Objective A)

Estimated Duration: 60 minutes

The warden's office is in a known part of the Broken Halls and is simple to reach. The Halls lay a day away from Hawksroost.

Prerequisites

Complete **A Call to Action** and receive the portal address from Larazmu.

Objectives

The objective is to explore 3 or more locations from the list given to the party by Larazmu, one of each "Blocks," "Fields," and "Store."

Area Information

The warden's office has the following features:

Dimensions & Terrain. The office is shallow but wide with simple furnishings that include a large desk, sets of shelving, and a table. In the east corner, a raised dais supports a high pedestal covered in five rows of four glowing symbols that match those provided by Larazmu.

Lighting. Lanterns have been placed on the desk and tables.

Other Features. Gold and red glyphs denote the area where travelers should stand when they enter the address of their destination.

Scene A. The Warden's Office

Once the party has decided which of the areas they would like to explore first, they can enter the address, opening the portal.

Activating the pedestal opens a portal of black energy that sparks and crackles with energy within the area marked by the gold and red glyphs. The portal is a one-way passage to the destination – one can only return by activating the portal from the other side. The platforms look the same throughout this complex.

Background

Calim's prison had to be self-sufficient. There were few cities close to its remote location, and it was always meant to be a secret.

To support the guards and other staff, the Halls were created with a subterranean farm, mines, workshops, and other works. It was nothing short of a great, though cryptic, city where even the guards could get lost and never be heard from again.

The Blocks served as housing units, the Fields contained the underground farms and ranches, and the Stores allowed food and goods to be stored for some time.

Picking a path

The order the party chooses to go to doesn't matter to the adventure if they manage to explore at least one of each type of location. There is a chance the party will be able to explore all six locations.

The locations on the list are;

Kyrtaar Blocks	(Scene B)
Faelyn Blocks	(Scene B)
Elenshaer Fields	(Scene C)
Dakath Fields	(Scene C)
Onvyr Store	(Scene D)
Jhaeros Store	(Scene D)

Treasure

The warden's journal is still inside the desk drawer. The journal describes a book that contains restricted portal addresses. This unlocks **Bonus Objective B**.

Concluding this Episode

Once the characters have explored at least one of each type of location and any bonus objectives you plan to use are complete, move on to **Episode 3**.

Playing the Pillars

COMBAT

If you need extra combats, roving bands of zombies, ice mephits, or black puddings could be fitting random encounters.

EXPLORATION

The residents left behind all kinds of farming implements and family heirlooms. If your party wants to spend more time exploring, come up with the personal effects that those who died or ran may have left behind.

SOCIAL

The children that are surviving in the dungeon are skittish and survive mostly by running and hiding. Someone that earns their trust may gain information on the address books in the area.

Scene B. Blocks

The Blocks served as the housing for the prison's guards, their families, and those who worked the farms, shops, and other support to keep the prison running.

Area Information

This area features:

Dimensions & Terrain. The teleportation platform stands on between the administration building and the fountain. The ground is cobbled and worn smooth with time.

Lighting. There are several lines of bright light in the ceiling providing warm light.

Block A

Faelyn Blocks (fae LIN bloks). This is a residential area. There are a few survivors here. A bulette decimated the survivors but when it left it opened a way to the farming area of **Dakath Fields**. The reduced population was able to survive on the meager food that was left in town and accessible in the farmlands.

There are 15 survivors, mostly children. The bulette killed nearly all of the adults. **Kaeda** is the de-facto leader of the survivors. She is the eldest of the adults and a **mage**. She is willing to speak to the party.

The area is several hundred feet across and has low wooden buildings arranged in a circle around a central fountain. The water in the fountain is clear

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 4 zombies and 1 zombie dog
- **Weak:** Remove 1 zombie and 1 zombie dog
- **Strong:** add 1 shadow
- **Very Strong:** Add 1 vampiric mist

and splashes from the jug of a water maiden statue in the center.

One building sticks out as larger than the rest. Kaeda explains this is the administration building, but it currently is not being used.

Block B

Kyrtaar Blocks (kir TAR bloks) This residential area is dead. Several bodies lay on the cobbled ground around the teleportation platform. They appear to have died of asphyxiation. The fountain near the platform has brackish water in it that comes out in globs from the hands of a marid statue. The air is stale and smells of rotting flesh. The ventilation system has done nothing to improve air quality.

There is a room in the administration building that has a **portal address book** open on it.

Zombie Villagers

As the characters explore the homes and shops, they may encounter groups of zombies. These undead were the previous residents. A group of zombies includes 5 **zombies** and 2 **zombie dogs** (use the wolf stat block).

Treasure

One of the villagers wears a **helm of comprehend languages**. More information about this item can be found in **Appendix 5**.

Zombie Dog

Use the wolf stat block with the following change:

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Scene C. Fields

Area Information

This area features:

Dimensions & Terrain. The far wall is several hundred feet away from the teleportation platform and shed. It is sectioned into areas of different crops with paths of hard-packed earth between them. The growing area is soft earth.

Lighting. There are several lines of bright light in the ceiling providing warm light.

Field A

Dakath Fields (da Kath feeldz). Farming location.

There are 5 **clay golems** in the fields working the earth and tending to plants. The golems will not attack but will defend themselves.

It appears there are some areas of new growth and other areas ready to harvest. In the ceiling, there are several glowing lines with what feels like bright summer sunlight coming from them.

From the platform, the far walls can't be seen. The near wall appears to be of worked stone. There is a couple of small wooden buildings nearby.

Investigating these buildings shows them to be an office, and a tool shed. The office has a desk with ledgers showing the movement of goods to different areas. There is no dust, and it does not appear to be abandoned. A book is laying open on one desk showing a list of symbols like the list provided by Larazmu.

Exploration of the cavern finds of bulette tunnel several yards up the back wall. There is a ramp leading up to it. If the party travels the tunnel, it opens up on a residential area, **Faelyn Blocks**.

Treasure

A successful **DC 13 Wisdom** check figures out this is a **portal address book** like the one that Larazmu had in his office.

Field B

Elenshaer Fields (el n Shayr feeldz) These fields are dead. The light from the ceiling is bright and sunny, but the plants have all wilted and died. There are no golems to tend the fields. Near the platform are 2 small wooden buildings. One is an office, and the other is a tool shed. The body of a male elf is slumped in the chair behind the desk. It appears she may have died of starvation. Everything here is covered in dust.

Treasure

There is a **portal address book** open on the desk and a **potion of growth**.

Scene D. Stores

Stores A

Onvyr Store (än VIR). This storage area was used to store hardware items. There are crates of raw iron and steel, anvils, lumber, and various non-perishable crafting items. The earthquakes have toppled a couple of the racks, crushing a golem. There is an administration office in a corner near the portal. On the desk is a **portal address book**.

Stores B

Jhaeros Store (ī HAE rōs). This storage area was used to store perishable goods. The air is pungent with rotten fruit and vegetables. There is an area to the left of the portal where **4 ice mephits** are bound in a cold storage area. If the party enters this area and investigates, the mephits attack.

On the desk in the administration office is a **portal address book**.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 3 ice mephits
- **Weak:** Remove 2 ice mephits
- **Strong:** add 1 ice mephit
- **Very Strong:** Remove 3 ice mephits and add 1 black pudding

Concluding this Episode

Once the characters have explored at least one of each type of location and any Bonus Objectives you plan to use are complete, move on to Episode 3.

Episode 3: Homeward Bound (Story Objective B)

Estimated Duration: 45 minutes

The party now must report back to Larazmu what they have found. But he didn't tell them how to get back out. The party must figure the return path.

Prerequisites

The party should have visited at least 1 of each type of location. In 4 of the locations, there is another **book of portal addresses** that the party can pick up.

This is the key to returning. They can use a comprehend language spell to read the location and find the address of the Warden's Office to get back.

Alternately, they can speak to the **Kaeda** in Faelyn Blocks to get the address or read the address book for them.

Objectives

Escape the bulette and return to Larazmu.

Faster Than a Bulette

The scene for this depends on where the party completes their tasks and decides to return to the surface.

Option 1:

Party is leaving from Faelyn Blocks.

The ground begins to shake, and rocks fall from the ceiling. The bulette is hungry again and has returned with a taste for adventurer. The characters need to escape before the bulette catches up with them. It bursts through the ground, destroying the local portal in Faelyn Blocks. The party needs to herd the survivors through the tunnel to **Dakath Fields** and the portal there. DC 12 Dexterity checks to keep the children moving in the right direction. The older children and adults help.

Option 2:

Party is leaving from any other location.

The bulette bursts from the ground as the party approaches the portal, standing between them and their only way home. The bulette will need to be drawn away from the portal or maneuvered around so that the party can make a run for it. DC 12 Dexterity check to enter the address of the warden office to escape. Failure means the address is invalid and they must try again.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Strong and very strong:** The bulette has brought its mate.

Wrap-Up: Concluding the Adventure

After successfully finding the address to the Warden's Office, the party should return to Larazmu's office and report what they found.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Explore 3 areas, one of each type.
- **Story Objective B:** Escape the bulette.

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Another group of adventurers was sent to explore these areas. Find out what happened to them and return with them or news of their fate.
- **Bonus Objective B:** Larazmu's research indicates there is a book with addresses to restricted areas and he asks that you recover this information.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Helm of Comprehend Languages. While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will. This item is found on **Appendix 5**.

Ear Horn of Hearing. While held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally. This item is found on **Appendix 5**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Larazmu.** A half-orc of who seems to have gotten none of the beauty from either of his parent's races has still managed to find his niche in society. Larazmu is an ugly man with a twisted nose, a heavily ridged brow and stunning red eyes that seem to pierce your soul. Larazmu owes a debt to the Zhentarim and is nervous around characters who display membership of that faction. He will be agreeable to them, at least on the surface.

Bond: *A true friend. Larazmu will give up everything to protect his friends.*

Flaw: *Gambler. Larazmu thinks himself a consummate investor. If there is a chance of making some money, he can hardly resist.*

- **Kaeda (Kay da)** Kaeda is an elven wizard descended from the elf clan to agree to guard the prison. Her dress is distinctly elven but also materially different. Living underground her entire life, the material is light linen in grey and black tones. Her skin is a pale gray, and her hair is dark, almost black.

Personality: *She is wary but friendly, offering to answer any questions the party may have but fiercely protective of the children.*

Bond: *The children must survive until help arrives.*

Flaw: *Since the bullet opened a path to food, she has been unwilling to allow anyone out to look for more survivors.*

Appendix 2: Creature Statistics

Allip

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Clay Golem

Large construct, unaligned

Armor Class 14 (Natural Armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Bulette

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrorifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrorifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Giant Bat

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages --

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Grimlock

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Languages Undercommon

Challenge 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Ice Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +2

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Phase Spider

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Swarm of Insects

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Vampiric Mist

Medium undead, chaotic evil

Armor Class 13

Hit Points 30 (4d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Wis +3

Damage Resistances acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive Perception 11

Languages --

Challenge 3 (700 XP)

Life Sense. The mist can sense the location of any creature within 60 feet of it, unless that creature's type is construct or undead.

Forbiddance. The mist can't enter a residence without an invitation from one of the occupants.

Misty Form. The mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in any way that requires fingers or manual dexterity.

Sunlight Hypersensitivity. The mist takes 10 radiant damage whenever it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

Actions

Life Drain. The mist touches one creature in its space. The target must succeed on a DC 13 Constitution saving throw (undead and constructs automatically succeed), or it takes 10 (2d6 + 3) necrotic damage, the mist regains 10 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life
but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Appendix 3: The B Crew (Bonus Objective A.)

Estimated Duration: 60 minutes

If you are using this bonus objective, the characters can find a concealed door in Store B that leads into the Underdark. Alternatively, you can have the concealed door elsewhere, if your party doesn't search Store B.

Prerequisites

The party needs to have entered a portal into this section of the dungeon and explored at least one area.

Objectives

Another group of adventurers was sent to explore these areas. Find out what happened to them and return with them or news of their fate.

Area Information

This area features:

Dimensions & Terrain. The concealed door opens into a narrow natural cave. Webbing coats the ribs of the drift.

Lighting. There is no lighting in the cave area.

Scene A. Flies in the Web

In the days since the last adventuring group was abducted, a cluster of spiders have moved into the area. The body of one of the adventurers and a grimlock attracted the spiders.

Traps & Puzzles

The party must first move through the spiders dense webbing.

There are 8 squares of webbing that the party must travel through to move forward.

- The webbed area is difficult terrain
- Everything beyond five feet is heavily obscured
- The area has 80 hit points and an armor class of 10. Every 10 damage dealt to it removes 1 square of webbing.
- At the start of each character's turn, if they are in the webbed area, the web can make an attack against them.

Roll initiative once a character enters the webs. On initiative 20, the area can make an attack.

Multiattack. The webbing can make two attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) poison damage.

Webbing. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature. *Hit:* The target is grappled by webbing (escape DC 13).

Creatures/NPCs

A **giant spider** has moved into the area joined by **swarms of spiders**. In the webbing, the adventuring party's wizard and a grimlock are wrapped up and drained hanging from the webs.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 1 giant spider and 1 swarm of insects
- **Weak:** Remove 1 swarm of insects
- **Strong:** The spiders attack while the party is moving through the webbing. Add 1 giant spider
- **Very Strong:** The spiders attack while the party is moving through the webbing. Add 1 phase spider

Scene B. Underdark Recruiters

Further down the tunnel, a group of 5 **grimlocks** and their **thug** leader had camped for a few days with their captives, hoping more would come before they headed further into the Underdark. They attack the party as soon as they are aware of them, with the intention of capturing them to use as forced labor.

The three living members of the previous party are here, tied up and suffering from 5 levels of exhaustion.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 3 grimlocks and the thug
- **Weak:** Remove 1 grimlock
- **Strong:** Add 1 giant bat, 1 scout, and 1 additional thug
- **Very Strong:** Add 1 giant bat, 1 druid, and 1 additional thug

Treasure

The group has a **scroll of fireball** and a **healing potion**.

Appendix 4: A Need to Know (Bonus Objective B.)

Estimated Duration: 60 minutes

Following the instructions in the journal, the adventurers locate the warden's safe room and explore it to find the **restricted address book**.

Prerequisites

The adventurers can pursue this objective if they searched the warden's desk and found the journal during **Episode 2**.

Objectives

Recover the restricted address book and return it to Larazmu.

Area Information

This area features:

Dimensions & Terrain. A large fire pit marks the center of the village. A fire is always lit, though the flames sputter and spark as if they are about to go out. A small wooden pavilion surrounds the pit, with a few wooden stools beneath it.

Lighting. The sky above is overcast, with dim light provided by the sun and flickering firelight.

Scene A. Door of the Vigilant One

The entrance to the safe room is blocked by a large stone door. The door is carved with prayers. A carving of a large gauntlet with a closed eye in its center adorns center of the door. The prayer reads;

"May the guardian of this sacred treasure be blessed by He of the Unsleeping Eyes, so they may keep these secrets safe from those who are not true to their word."

Traps & Puzzles

The door can be opened by simply opening the eye in the center of the gauntlet. A successful DC 10 Intelligence (Religion) check identifies the symbol as Helm's holy symbol. The door can also be opened by uttering a prayer to helm and making a successful DC 12 Wisdom (Religion).

Creatures/NPCs

The warden's **ghost** dwells here after dying guarding the restricted address book. The party can attempt to parley with the spirit to recover the book. Any Charisma (Persuasion) checks have advantage if the party has Kaeda with them, as she is a distant relative of the warden.

Clever parties may try and sneak the restricted address book out of the locked safe in the room. Doing so requires keeping the ghost distracted and making a successful DC 15 Dexterity (Thieves' Tools) check.

If the characters try to take the book with force or fail in sneaking, the ghost attacks starting with Horrific Visage and following up by possessing one of the characters and attacking the others.

The warden will surrender the book to any worshipper of Helm and can sense the difference between a characters devotion and false faith.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Strong:** Replace the ghost with an allip
- **Very Strong:** Replace the ghost with an allip and 2 shadows

Treasure

The restricted address book and an **ear horn of hearing** (This item is described in **Appendix 5**).

Appendix 5: Magic Item

Characters completing **Bonus Objective A** unlock this magic item.

Helm of Comprehend Languages

Wondrous Item, uncommon
Tier 1, 8 treasure checkpoints

While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

Characters completing **Story Objective A** unlock this magic item.

Ear Horn of Hearing

Wondrous Item, common
Tier 1, 2 treasure checkpoints

While held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally. This item is found in the *Xanathar's Guide to Everything*.

Characters completing **Bonus Objective B** unlock this magic item.

Appendix 6: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to, but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated after the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a

quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options before the start of the adventure unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong